

Dawar Hasnain

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Date of birth: 03/05/1999

About Me

Technology-driven developer with 5 years of experience spanning app development, business development, and client handling. Recently completed the Apple Developer Academy program, where I deepened my expertise in iOS app development and project management. I enjoy building user-centered digital experiences that combine creativity with solid technical execution.

Work Experience

ESSOR

Co-Founder & CEO

Pakistan, Karachi

Feb 2022 – Dec 2025

- Co-founded a game development and digital graphics software company providing end-to-end services for mobile app and website development, 2D/3D digital animation, and game development.
- Helped develop and market mobile games for both in-house and client projects, reaching downloads of up to 100k.
- Closed and managed 3D-based projects including game development and 3D animation, totalling \$20k in revenue.

The GameStorm Studios

Venture Lead

Pakistan, Karachi

Nov 2020 – Jan 2022

- Managed a team of 15 professionals to create high-quality mobile games and ensure the timely delivery of projects.
- Helped develop and market mobile games for both in-house and client projects, reaching downloads of up to 500k.

Projects

Oculus | *iOS Vision Screening App – SwiftUI, ARKit, AVFoundation, StoreKit, MVVM*

- Developed a vision screening application that helps users assess visual acuity, color vision deficiencies, and astigmatism through guided mobile-based tests.
- Implemented ARKit-powered distance awareness to ensure proper viewing distance and improve test reliability.
- Designed an accessibility-first user experience with Voice Guidance, Dynamic Type support, and intuitive onboarding.
- Built personalized vision health summaries and PDF report generation for result sharing and tracking.
- Integrated in-app purchases using StoreKit to unlock advanced reports and premium features.
- Followed MVVM architecture and SwiftUI best practices to create a scalable and maintainable codebase.

Haul | *iOS Earnings Tracker for Delivery Drivers – Swift, SwiftUI, MVVM, Combine, CloudKit, Swift Charts*

- Architected the app in SwiftUI using MVVM, with a Combine-driven view model aggregating daily/weekly/monthly analytics (earnings-per-hour, streaks, forecasts, personal records).
- Built a fully customizable "bento" dashboard with an iOS Home Screen-style edit mode – drag-to-reorder, resize, show/hide, and rename cards via direct manipulation, persisted per layout.
- Implemented iCloud/CloudKit sync and offline persistence (UserDefaults + Codable) with backward-compatible schema migrations for evolving data models.
- Designed data visualizations with Swift Charts (earnings-by-weekday, 8-week trends) and a calendar earnings heatmap.
- Added light/dark/system theming, Siri Shortcuts via App Intents, and CSV import.
- Solved a non-trivial overnight-shift edge case by modeling real shift start/end datetimes and an explicit "end shift" control, decoupling shift state from the midnight rollover.
- Shipped accessibility support (VoiceOver labels, Dynamic Type) throughout.

Sorpasso | iOS Driving License Test Prep App – SwiftUI, Core Data, MVVM

- Developed a driving license exam preparation app tailored for English-speaking expats navigating Italy’s licensing process.
- Built a structured practice question bank covering official exam topics, with instant feedback and progress tracking.
- Implemented translated explanations to bridge language gaps for non-Italian speakers studying Italian road rules.
- Designed an intuitive onboarding and study flow to help users track readiness ahead of their exam date.
- Followed MVVM architecture and SwiftUI best practices to create a scalable and maintainable codebase.

Talq+ | AAC iPad App for Adults with Aphasia – SwiftUI, On-Device ML, ARASAAC Pictograms, AVSpeechSynthesizer, MVVM

- Developed an Augmentative and Alternative Communication (AAC) app to support adults with aphasia in expressing themselves through visual communication.
- Integrated ARASAAC pictograms for symbol-based communication suited to varying levels of language impairment.
- Implemented on-device machine learning for word prediction to speed up message composition.
- Built multilingual text-to-speech support across four languages to widen accessibility for diverse users.
- Resolved an App Store Guideline 2.1 rejection and produced localized, multilingual App Store descriptions for international release.
- Followed MVVM architecture and SwiftUI best practices to create a scalable and maintainable codebase.

Education

iOS Apple Developer Certification

Apple Developer Academy – Naples, Italy

Oct 2025 – Present

Master of Science in Data Science

University of Naples Federico II – Naples, Italy

www.unina.it

Sep 2024 – Present

Bachelor of Science in Computer Science

National University of Computer and Emerging Sciences – Karachi, Pakistan

nu.edu.pk

2016 – 2021

Skills

Programming & Frameworks: SwiftUI C# Python ARKit

Languages

Urdu Mother tongue

English Listening: C2 Reading: B2 Writing: C1 Speaking: C1